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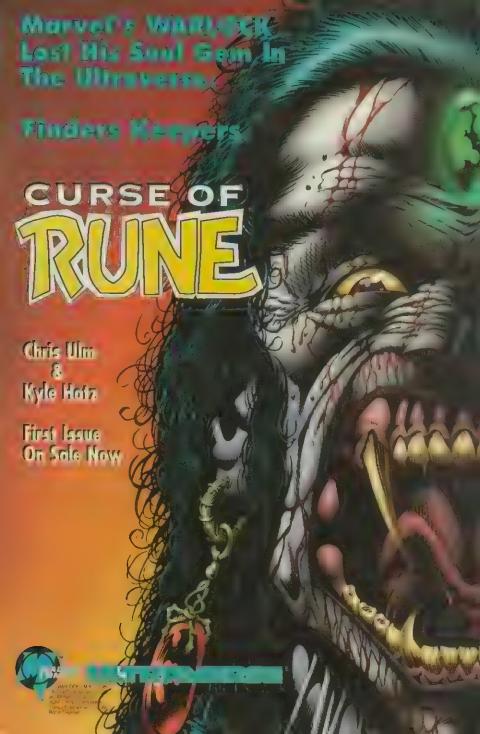












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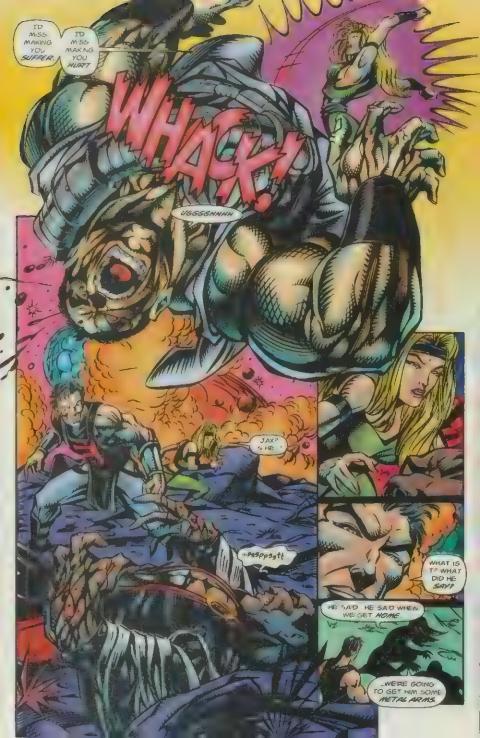






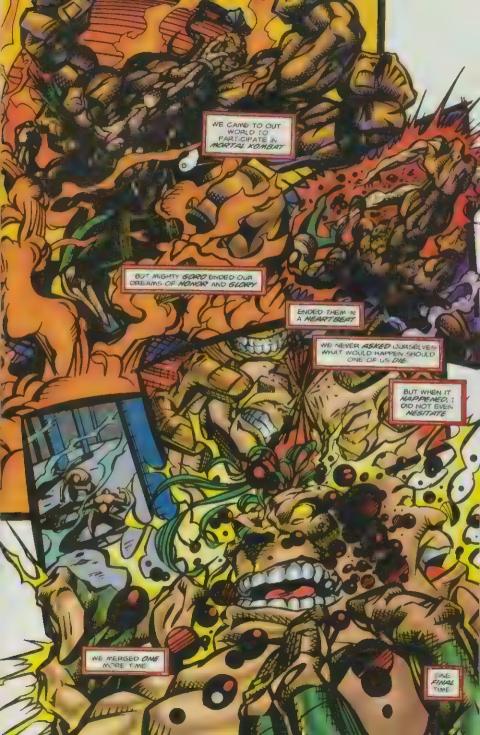


























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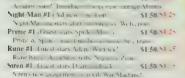
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Well here we are at the end of another Mortal Kombat series. Hopefully you all had as much fun reading these books as Mark and I had making them. And so for now, we will take a short break from the outrageous world of Mortal Kombat to sail our ship through other seas. Our many thanks to all of you who sent letters and drawings to us over the course of the last year, your input has helped us out on more than one occasion. Our grandest apologies go out to those of you who begged and pleaded to have your letters answered and printed, they just don't give us room enough for all of them.

We hope everyone is having a great summer, I know that we are out here. By the way, the other day I met someone who is involved with setting up the website for Mortal Kombat on the internet. We got to talking about the MK movie which is due to come out in August. Now I don't know where you are, but here in Los Angeles we have screenings of films before they are actually released. So there are a lucky few who have seen the movie already, and the feedback on it has been exceptionally good. Plenty of action and special effects to go around. By the time you read this, many of you will have already checked it out, but in case you haven't, now you have something to look forward to.

So anyway, let's have one final letter to close out the Kail To Kombat column, shall we?

Dear Mark, Dan, and the whole MK crew.

This letter has been long in coming partly because I've never written a letter like this before. First of all, I want to congratulate you on the bang-up job you are doing with this title. As incredible as it may seem, I am a newcomer to the whole MK phenomenon. I just recently became entangled in all this about three months ago when I first noticed Hasbro's 12inch Rayden figure. I Immediately feliin love with his look and, in an effort to discover more about him. I discovered the entire saga surrounding this impressive cast of characters Needless to say, I felt into the pit. Now I can't get enough of MK which leads me to pick up your fine book every month

I'll tip my hat to Charles Marshall first He's doing an excellent job with the stories. Having been a comic book collector for 13 years -- since I was 8 -have become very picky about the quality of the stories that I read. I must honestly admit that I was expecting to either get a book with nothing but cover to cover fighting and minimal piot thrown together to move the panels along, or a book consisting of "pin-up" art with minimal piotlines similar to the stuff that some companies have recently been publishing and dubbing "quality stories." I'm alad to say that I'm extremely pleased with what I have found Mr Marshall has found a way to bring the characters to vivid life beyond the fights it is a treat to see them interact with each other in words and feelings as well as actions

The recent "Rayden and Kano" and "Battlewaye" miniseries are the best work I've seen yet from Marshall I hope he confinues to investigate exactly what makes a god like Rayden "tick" and continually become involved with the world of mortals. Rayden was gulte shaken up at the end of "Rayden and Kano" and I definitety hope that he doesn't give up his godhood, as hinted at in "Battlewaye" #4 (though it would put him in a most interestng situation, much like the one Sonya is currently In with Shao Kahn - I hope she makes it through this in one piece). There's a lot of stuff going on at one time In "Battlewave," and each issue has left me anxious for the next one

I do have one criticism for Marshall and it is actually more like an observation. Rayden is a god. Some of the MK characters, namely Sonya, Cage, and Jax, come from a culture that is monotheistic. Here they are encountering a being that calls himself a god - one of many in a mythological pantheon similar to what the ancient Greeks believed in 1 think that they would be a little hard pressed to believe him. You could basically do an entire story just on how the three of them react towards Rayden, I don't think that we have seen a realistic depiction of how they would react to the thunder god. The same thing occurs in the MK novel by Jeff Rovine. Everyone seems to be missing this. Oh, well . . . other than that, I have nothing but praise for Marshall Keep up the areat work!

The next tip of the hat goes to the talented team working on the art. From the pencillers to the inkers to the colorists, they have all been superb I would have to say that my favorite penciller is, by far, Patrick Rolo Please don't ever make the mistake of removing him from this title. His artwork fits this book perfectly It's bold, dynamic, extremely eye-catching and "in-yourface" – just like the game that spawned this book. They go hand in hand "Battlewave" #4 has been his best work.

yef. I was totally blown away by that issue. The two people I consider the best to pair up with Patrick's work have got to be Bobby Rae and Richard Emond Their inking abilities perfectly match Patrick's style and I hope that we continue to see more of them in future projects. For all the folks who provide the colors, a great big pat on the back! This title has been blessed with great color work since its very first issue Every issue has been vibrant and well-balanced. They are all doing a fabulous job!

As you can probably tell, I am very pleased with the collaborative effort on all the books this title has had. I'm eagerly awaiting #5 of "Battlewave." I am also awaiting the special one shots due out this summer, especially the one on Kung Lao—he's my next favorite character

I'm desperately hoping that the live tour comes to town. I am very curlous to see how they are going to pull off Rayden's lightning attacks on stage. The movie hits theatres on August 18th. I'm still trying to flaure out how they are working the story -- whether it takes place before the first game or after the first game and before the second Shang Tsung looks pretty young to me but there is no hint of Shao Kahn lingering about. Kitana is in this movie, though it seems to be focusing on the original MK characters. Why does Rayden have long white hair and where's his 'real' outfit, especially his straw hat? (Has anyone ever noticed that, if you turn his hat upside down it resembles a wok?) I do, however, think that Christopher Lambert is an excellent choice to portray the Thunder God I do not know if he has any actual martial arts training but, after watching him in the first three Highlander movies, I'm at least confident that he can wield a very mean sword. Oh well, I'm Just gonna have to walt . . . this is gonna be a hard wait

Then, after the movie, comes the anxious wait for MK3 to hit the home video game turf. The Sony Playstation version comes out in November '95. The Sega Saturn's version comes out in '96. I'll probably be getting both (I'm also a video game nutif'm sure that doesn't surprise you). Like I said, I just can't get enough of MK.

Thank you all for the great work, I wish you continued success I know that you will not disappoint me 'Till next time

Michelle Quevedo Hialeah, FL

Now there is someone with something to say! Take care 'tit we meet again Kombatants!

-- Dan Shaheen



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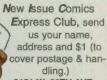


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Hey you! Yeah, you. We're trying to talk here. Now pay attention. If a hen and a half can lay an egg and a half in a day and a half, how long does it take a monkey with a wooden leg to kick the seeds out of a dill pickle? I don't know either. Obviously there is no valid answer to this ridiculous question. Ever since I read this in a Tom Robbins novel. I try to pass along his view of arithmetic to anyone who will listen. And to answer your next question, arithmetic has very little to do with anything we do

So anyway, there are many new and exciting things happening here in our Media Dept. at the Bu. While most of you are lying around in a heat induced stupor, Mark and I along with our good friend and colleague (for the summer months anyway) Chris Kipiniak, are attempting to keep you all entertained. This month marks the conclusion of our current Mortal Kombat series, so don't forget to have a glance at the big 40-page extravaganza Tournament Edition II #1 as well as the last MK oneshot Kitana & Mileena. Also, for you Star Trek fans. it's time for the Celebrity Series #2 featuring a collaboration between Aron Eisenberg (Nog) from DS9, and our own boss, Mark Paniccia. We know that you're a tough crowd who are constantly being swayed toward other forms of diversion, so here is our plea. Read all of the fascinating books put out by our department this month and for the rest of the summer, and then let us know what you think. We value your opinions, all of you.

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STAR TREK: DEEP SPACE NINE® #27 The conclusion of "Genesis Denied A violent confrontation abourd the station puts Dr. Bashir into a very delicate position. He must choose between the Federation's potential future with the Varahat and its volatile present with the Cardassians. Can the doctor save either? Or will he lose both?

Plus, the second part of "Mudd's Pets." Mudd and Quark's scheme has backfired, endangering not only their profits, but the whole station!



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VIRTUA FIGHTER M #1

The official comic of the hottest fighting arcade game on the morket today debuts this August! Virtua Fighter is the flagship release for Sega's newest home game platform, Sega Saturn, and Virtua Fighter #1 is the game's companion comic book! Learn what brings eight fighters from different corners of the world to a bizarre metropolis known as Virtua City, the center of a brooding and dark plot for world domination

Are the Virtua Fighters our saviors from a secret society's evil plans, or are they mere pawns in a malicious scheme?

STAR TREK: DEEP SPACE NINE® CELEBRITY SERIES "THE RULES OF DIPLOMACY" #1 (OF 1)

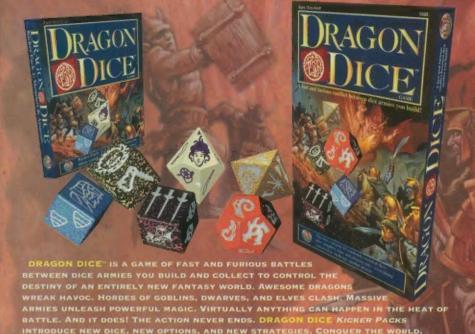
Actor Aron Eisenberg, who plays Quark's mischievous nephew. Nog. joins the creative cast of the DS9TM comic for a very special edition of Malibu's Celebrity Series.

Nog's desire to join Starfleet lands him an appartunity to win the recommendations of Commander Sisko. As a young Kingon officer travels to the Ferengi Homeworld on a diplomatic excercise, Nog acts as the codes's guide to his home planet. But things don't go so smoothly for the pair when they run into some of Nag's old triends, who've since gone into the gambling business.

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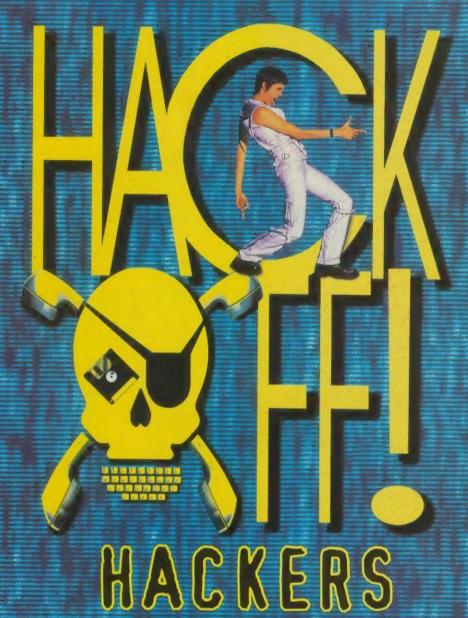


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